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NAGANO WINTER OLYMPICS '98



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KONAMI
EXCEL
SPORTS SERIES

INSTRUCTION BOOKLET

IN THE ZONE '98



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WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

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IN THE ZONE '98

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All photos and video used in this product are from the 1996-97 NBA Season.
All NBA Team Rosters in this product are accurate as of 10/31/97.



IN THE ZONE '98

CONTROLLER PAK & RUMBLE PAK

This game is compatible with the Controller Pak and Rumble Pak accessories. Before using the accessories, please read the Controller Pak and Rumble Pak accessory instruction booklets carefully. Follow the on-screen instructions to determine when you should insert or remove the Controller Pak and Rumble Pak accessories.

CONTROLLER PAK

Controller Pak

To save and load data, you need to purchase a Controller Pak (sold separately). You can save playoff and season game data, and data created from all Set Up screens such as stats, game configuration, options, player edit, and team edit.

• Refer to the instruction leaflet enclosed with the Controller Pak for details on how to use the Controller Pak.

CREATING NOTES (SAVING FILES)

The Controller Pak memory is divided into 123 pages. All 123 pages are required to save NBA IN THE ZONE '98 files.

If there are no NBA IN THE ZONE '98 files in the Controller Pak, the Note Creation screen will appear on screen after you press START at the Title screen. To create a note, select "Yes" and press the A button to set.

If you select "No", the game will begin without a note being created, and you will not be able to save data.

CONTROLLER PAK MENU

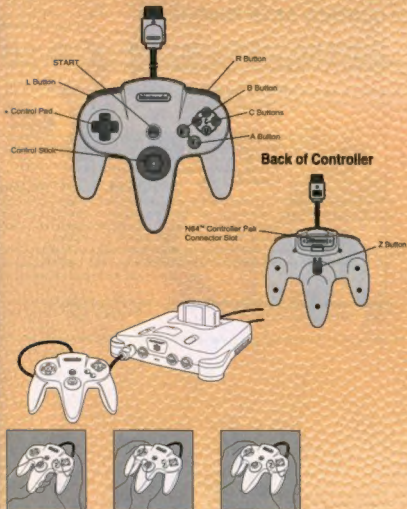
With the Controller Pak attached to the controller, hold down the START button and switch on the power to your Nintendo 64 game unit. The Controller Pak menu screen will appear.

To delete Controller Pak data, move the cursor to the data you wish to delete, and press the A button to set. Select "Yes" from the window and press the A button again to delete the data.



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N64™ Controller





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CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.



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CONTROLLER PAK ERROR MESSAGES

"Insufficient pages to create a new note": All 123 pages of memory are required to save NBA IN THE ZONE '98 files. Delete all old data in the Controller Pak, or use a new Controller Pak.

"Starting game without using backup data. To save data, switch off the power, connect a Controller Pak, and restart the game.": Controller Pak is not connected.

"No note available to delete": No notes saved for this game.

"Cannot create note"

"Cannot load this file"

"The Controller Pak is malfunctioning" Try switching off the power and reattaching the Controller Pak correctly, or attaching a different Controller Pak.

ABOUT THE RUMBLE PAK

This game is compatible with the Rumble Pak (sold separately). If a Rumble Pak is connected to your controller, the controller may vibrate when you slam dunk the ball or during a hard foul.

When playing the game with a Controller Pak, start the game with the Controller Pak attached to your controller, and follow the instructions on screen to detach the Controller Pak and attach the Rumble Pak.

To save or load data, follow the instructions on screen to detach the Rumble Pak and reattach the Controller Pak.

Do not remove the Rumble Pak during the game unless instructed that you may do so on screen.



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STARTING UP

STARTING A NEW GAME

Commands at the Select screen

Control Stick (Directional Buttons) Select Item

A button Set/Scroll forwards

B button Cancel/Scroll backwards

1. Insert the game pak into your NINTENDO 64, and check that the controller(s) and Controller Pak(s) are attached correctly. Controller jacks 1-4 correspond to the controllers for players 1-4 respectively.

2. Switch on the power and press the START button at the Title screen.
• Do not touch the Control Stick when switching on the power. The Note Creation screen will appear (if there are no notes saved in the Controller Pak).
• See page 4 for details on how to create notes.
• If you select "Starting game without using backup data", you will not be able to save game data.

3. The Main Menu will appear.
• You can select Mode, Options, Game Config, or Load from this screen.
• See "About the Main Menu" below for details.

4. Move the cursor to Mode and press the A button to set.

5. Select a game mode and press the A button to set.

ABOUT THE MAIN MENU

[Mode]

Exhibition: 1-4 players, versus or cooperative play P.9
Select two teams from the 29 available and play an exhibition game.

Playoffs: 1-4 players, versus or cooperative play P.10
Set the number of games, the number of participating teams, and the game schedule and play a Playoffs tournament.

All-Star: 1-4 players, versus or cooperative play P.10
Select individual players and play the NBA All-Star game.

Season: 1-4 players, versus or cooperative play P.10
Aim for your team to become the NBA champion as you battle through a regular season of games and Playoffs.



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Stats: P.12
Check team and player results and data for '96-'97.

Schedule: P.12
Check the season schedule for '97-'98.

[Options] P.21
Change options affecting play during a game, such as game settings and rules.

[Game Config] P.21
Change key configuration, sound and announcement settings.

[Load] P.21
Load season and playoffs games saved into the Controller Pak.

GAME SETTINGS

In all modes you must select a team and set the number of players before starting to play.

EXHIBITION

1. Select two teams to compete against each other by pressing the Control Stick (Directional buttons) up/down. Select one of these teams to be your team by pressing the Control Stick (Directional buttons) left/right. Press the A button to set your selections.
2. You can edit your team from the Set Up screen. The game will stay set to the default setting if you decide not to edit. Press "OK" when you've finished editing.
• See page 15 for details on the Set Up screen.





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PLAYOFFS

1. At the Playoff Settings screen, set the number of teams and the series length. Then select "OK" and press the A button to set.
2. At the Team Select screen, select a team for each player and press the A button to set.
3. You can substitute teams freely between the Eastern Conference and Western Conference tournament charts and low ranking team charts.
Stats: You can view stats for current Playoff games and '96-'97 season games.
4. You can edit your team from the Set Up screen. The game will stay set to the default setting if you decide not to edit. Press "OK" when you've finished editing.
• See page 15 for details on the Set Up screen.

ALL-STAR

1. At the Controller screen, select your team and press the A button to set.
2. You can edit your team from the Set Up screen. The game will stay set to the default setting if you decide not to edit. Press "OK" when you've finished editing.
• See page 15 for details on the Set Up screen.

SEASON

1. At the Season Settings screen, make "Season Length", "Series Length", and "Trade Deadline ON/OFF" settings, then select "OK" and press the A button to set.
• If you set "Trade Deadline" to ON, you will only be able to trade players up until the NBA trade deadline, February 20.
2. At the Team Select screen, select your team and press the A button to set.
3. The schedule will appear on screen. You can use it to check the season schedule and simulate games.

Team select

- User teams schedule: View the game schedule for your teams only.
- All teams schedule: View the game schedule for all NBA teams, including your own.
- You can also view the game schedules one by one for all other teams.



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Schedule

Displays the schedule for the selected team.

Stats

View stats for current season games and '96-'97 season games.

Simulation

Simulate games and results using stats data.

Reset

Skip to the oldest game schedule which hasn't yet been played between user teams.

OK

Move to the Set Up screen.

4. You can edit your team from the Set Up screen. The game will stay set to the default setting if you decide not to edit. Press "OK" when you've finished editing.
• See page 15 for details on the Set Up screen.





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STATS

You can check team and player results and data for '96-'97 here.

Team Select: View stats data on the team of your choice.

Player Stats: View stats data on the player of your choice from the selected team.

Standings: View win and loss rates.

Exit: Return to "Mode".

SCHEDULE

You can check the '97-'98 season schedule here.



Team Select

All Team Schedule:

View the game schedule for all NBA teams, including your own.

• You can also view the game schedules one by one for all other teams.

Schedule: Displays the schedule for the selected team.

Exit: Return to "Mode".

EXHIBITION/ALL-STAR GAME OVER SCREEN

1. Player stats and stats for each quarter are displayed at the end of Exhibition and All Star games.

2. "Retry/End" is displayed at the end of the screen. Select "Retry" to move to the Set Up screen and keep playing. Select "End" to quit playing and return to the Main Menu.

PLAYOFFS/SEASON GAME OVER SCREEN

1. Player stats and stats for each quarter are displayed at the end of Playoffs and Season games.

2. "Save/Next/End" is displayed at the end of the screen. Select "Save" to save game results. Choose a save file and press the A button to set. Select "Next" to continue on to the next game. Select "End" to quit playing and return to the Main Menu.
• You cannot save game results if there is no note for the game in the Controller Pak or if you selected "Starting game without using backup data" at the start of the game.

ABOUT THE GAME

GAME SCREEN



PAUSING THE GAME

Press the START button during the game to bring up the Pause screen. You can change game settings and call time-outs from this screen. To continue the game, press the START button again or move the cursor to "Exit" and press the A button to set.

"Time-out": You can substitute players in your team during a time-out when your team is in possession of the ball. Each team can call up to 7 time-outs during a game, but no more than 4 time-outs may be called during the 4th quarter. If the game goes into overtime, any time-outs either team may have remaining are no longer valid, and the teams start the overtime period with 3 time-outs each. The number of time-outs you have remaining is displayed next to the time-out mark.
• You can change the number of time-outs available from "Time Out Limit" in "Options".

"Member Change": You can substitute players if a foul or free throw is called.

"Camera view": Switch perspective.

"Replay ON/OFF": Set replay display ON/OFF.

"Instant replay": Watch an instant replay.

"Game config": Change the configuration of your Controller and set sound options.
• See page 21 for details.

"Retry": Play the game again from the start.

"Quit game": Return to the Main Menu.

"Exit": Return to the game.

Substituting players

1. Select "Time Out" or "Member Change" and press the A button to set.
2. Select the player currently playing in your team that you wish to substitute and press the A button to set.
3. Select the player you want to use instead and press the A button to set.
The substitution is now complete.



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GAME RULES

There are four quarters in the game of 3, 5, 8, or 12 minutes each.

• You can set the length of each quarter from "Qtr. Length" in "Options". If both teams have the same score at the end of the last quarter, the game goes into overtime to decide the winner. If there is no winner at the end of the overtime period, the overtime period is repeated as many times as necessary to determine a winner.

You receive 3 points for baskets thrown from outside the 3 point line, 1 point for successful free throws awarded after being fouled, and 2 points for other baskets.

FOULING

There are basically two types of fouls, violations and fouls. If you commit a violation, the game resumes with a throw-in by the other team. If you foul, the penalty depends on whether your team is playing offense or defense.

If the team playing defense fouls an opponent when he is shooting, the offensive team is awarded a free throw. All other defense fouls are penalized with the offensive team throwing in the ball to resume the game. If the team playing offense fouls an opponent, the defensive team throws in the ball to resume the game.

Out of bounds: Occurs when the ball goes out of the court past the side or end lines. The game resumes with a throw-in from the place the ball went out.

Shot clock violation: The opposing team gets possession of the ball if a player on the offensive team fails to shoot within 24 seconds.

10 second violation: The opposing team gets possession of the ball if a player fails to dribble the ball into the opposing team's end of the court within 10 seconds.

5 second violation: The opposing team gets possession of the ball if a player fails to throw the ball into the court within 5 seconds.

3 second violation: The opposing team gets possession of the ball if a player stands in the paint area of the end of the court his team is attacking for more than 3 seconds.



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Back court: Occurs when the offensive team dribbles the ball into the opposing team's end of the court, then back into its own end of the court.

Traveling: A violation that occurs when a player runs further than the permitted distance without dribbling the ball.

Goal tending: Occurs when a player tries to shoot a basket but the opposing team knocks the ball away from the ring before it goes in. The shot is considered a goal and points awarded accordingly.

Foul out: If a player fouls 6 times, he is sent off the court and cannot play again in that game.

FT. penalty situations: If a team fouls 5 times, the other team is awarded a free throw.
• You can change the fouls and violations listed in the box from "Rules" in "Options".

SET UP SCREEN

"ORDER"

You can change the starting order of members of your team here.

- 1 Press the Control Stick (Directional buttons) up/down to select "Order" and press the A button to set.
• When playing against the computer, you can select the computer team by pressing the Control Stick (Directional buttons) left/right.
2. Select the player you wish to replace from the player list, and press the A button to set.
3. Select the player you wish to use instead from the player list, and press the A button to set.
• You can use the Z trigger button to view detailed player data. You can use the R button to bring up the Player Number Input screen and change player numbers.





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REMOVING REGISTERED PLAYERS

You can remove registered players from your team. If desired, you can re-register a player again later as a free agent.

1. Select the player you wish to remove from the player list, and press the A button to set.
2. Select "Remove" from the end of the player list, and press the A button to set. The player is now removed from your team.

TRADE

You can trade players between different teams.

1. Press the Control Stick (Directional buttons) up/down to select "Trade" and press the A button to set.
 - When playing against the computer, you can select the computer team by pressing the Control Stick (Directional buttons) left/right.
2. Select the player you wish to trade from the player list, and press the A button to set.
 - You can use the Z trigger button to check detailed player data.
3. Select the team you wish to trade with from the team list, and press the A button to set.
4. Select the player you wish to bring into your team from the other team's player list, and press the A button to set.
5. The Player Number Input screen will appear. Select a player number (from 0-99 or 00-09), then select "OK" and press the A button to set. If you don't want to change the player number, simply select "OK".
 - You can't input a number that is already in use by another member of your team.



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Free agents

Players previously removed from your team can be re-registered as free agents.

- You can register up to 15 players in your team. You cannot register new players if there are no free slots available in the player list. To free a slot, remove another player from the list. See page 16 for details on how to remove players.
1. Press the Control Stick (Directional buttons) up/down to select "F.A.", and press the A button to set. Players you have removed from your team are listed in the F.A. player list.
 - When playing against the computer, you can select the computer team by pressing the Control Stick (Directional buttons) left/right.
 2. Select the player you wish to re-register from the F.A. player list, and press the A button to set.
 - You can use the Z trigger button to check detailed player data.
 3. Input a player number for the re-registered player. Select a player number (from 0-99 or 00-09), and press the A button to set. The free agent is now registered in the player list.
 - You can't input a number that is already in use by another member of your team.

"EDIT"

You can set player style and type to create an original player of your own. Once you've created a player, he will be registered in the player list of the team of your choice. Use "Order" to substitute him for another team member so he can play in a game.

- You can register up to 15 players in your team. You cannot register new players if there are no free slots available in the player list. To free a slot, remove another player from the list. See page 16 for details on how to remove players.
1. Select "Edit", and press the A button to set.
 2. Set the player's name, number, and position.
 - You can't select player numbers already in use by other members of your team.
 3. Set player parameters (height, weight, skin and face) and abilities. The highest value for each ability is 30.
 4. Select "OK", and press the A button to set. Select "Yes" when the save confirmation message appears on screen, and press the A button to set.



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Loading a player created in "Edit" (to alter player parameters)

1. Select "Load" from the Edit screen, and press the A button to set.
2. The Load screen will appear. Select "Load", and press the A button to set. Select the player you wish to load, and press the A button to set.

Deleting a player created in "Edit"

1. Select "Load" from the Edit screen, and press the A button to set.
2. The Load screen will appear. Select "Delete", and press the A button to set. Select the player you wish to delete, and press the A button to set.
3. Press the B button to return to the Edit screen.

Saving from the Set Up screen

You can save order data, trade data, and F.A. data created from the Set Up screen.

Select "Save" from the Set Up screen, and press the A button to set.

- You cannot save data if there is no note for the game in the Controller Pak or if you selected "Starting game without using backup data" at the start of the game.

Loading from the Set Up screen

You can load order data, trade data, and F.A. data created from the Set Up screen.

Select "Load" from the Set Up screen, and press the A button to set.

- You cannot load data if there is no note for the game in the Controller Pak or if you selected "Starting game without using backup data" at the start of the game.



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PLAYER CONTROLS

CONTROLLER

Basic player controls

Control Stick	Set direction, move player	
B button	Tip-off/Rebound catch	
Control Stick + Z trigger button	Run	
Control Stick + C button unit (down)	Drive	
C button unit (right)	Change your player to the one closest to the ball	
Control Stick + C button unit (right)	Press the Control Stick towards a player to change your player to that player	

Controls when playing offense

A button	Pass(Hold down B button and press A button to do a jump pass)	
B button	Press to jump, and release to shoot.(See page 19 for details on other ways to shoot.)	
Z trigger button	Power dribble (when your back is to the basket)	
C button unit (left)	Fake pass	
Hold down B button + C button unit (left) at same time	Fake shoot	
C button unit (up)	Pivot	

Controls when playing defense

A button	Steal/Intercept	
B button	Block shot	
Z trigger button	Run backwards (hold down button and press Control Stick in opposite direction to which your player is facing)	
C button unit (left)	Pass intercept	

SHOOTING CONTROLS

- Dunk shot:** Press Control Stick + B button when close to the ring to shoot.
- Fade away:** Hold down R trigger button with Control Stick (Directional buttons) pressed in opposite direction to basket and press B button.
- Alley-oop:** When passing, hold down A button, move below basket, and press B button.
- Rebound dunk:** Press B button when the ball rebounds off the backboard. Good timing is essential.
- Clutch dunk:** Simultaneously press B button and C button unit (left) when close to the basket.



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Free throws

If a player is fouled by the defense when shooting, he is awarded a free throw.

1. Press the Control Stick down to adjust the distance of the throw, and use the control gauge to control the ball.
 - The further down you press the Control Stick, the further the ball will go. The closer the control gauge to the center, the better your chance of getting the ball in the basket.

2. Release the Control Stick to throw the ball.

Instant replay controls

Press the Start button during the game to bring up the Pause screen. Select "Instant Replay" from the Pause screen to replay game action.

- Changing camera movement and shifting perspective during Instant replay

1. Press the L button to move the cursor to Manual Camera in Camera View.
2. Press the Z trigger button or the R trigger button to display a mark showing the center of the screen.

Camera movement

A button	Replay
B button	Pause
C button unit (left)	Rewind
C button unit (right)	Fast forward
C button unit (up)	Replay frame by frame
C button (down)	Replay backwards frame by frame
L button	Change camera view

Shifting perspective

Z trigger button + A/B button	Move camera up/down
Z trigger button + C button unit (left/right)	Rotate camera around center point
Z trigger button + C button unit (up/down)	Zoom in to the center
R button + C button unit (left/right)	Shift perspective left/right
R button + C button unit (up/down)	Shift perspective forwards/backwards

Options & Game Config

OPTIONS

- Qtr. Length:** Set the length of each quarter, from 3, 5, 8, or 12 minutes.
- One game is made up of 4 quarters.
- Level:** Choose from 3 different difficulty levels.
- Stamina:** Turn the player fatigue function on or off.
- Players recover their strength at the end of each game.
- Time-Out Limit:** Turn the time-out limit on or off by selecting YES or NO.
- Replay:** Turn the replay display during the game on or off.
- Player Display:** Set player identification method to Name or Number, or choose None for no display.
- Camera View:** Set perspective used during game.
- Rules:** Set game rules.
- See page 14 for details on game rules.
- Reset:** Reset the game to default option settings.

GAME CONFIG

Changing Key Config settings

Select the function you wish to assign by moving the Control Stick (Directional Buttons) up/down, then press the button you wish to assign it to.

- Sound Out:** Set game sound to stereo or mono.
- Announce:** Turn announcements made during the game ON/OFF.
- Reset:** Return the game to default game config settings.

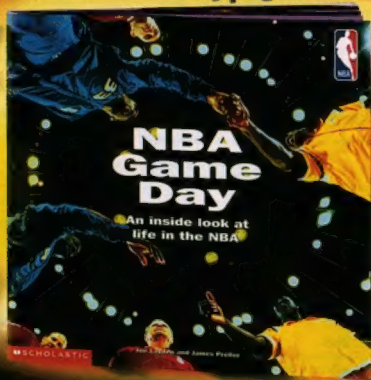
LOADING

You can load Playoffs and Season games, Playoffs and Season stats data, Options settings, and Game Config settings saved into the Controller Pak.

1. Select "Load" from the Main Menu, and press the A button to set.
2. Select the data you wish to load, and press the A button to set.
 - You cannot load data if there is no note for the game in the Controller Pak or if you selected "Starting game without using backup data" at the start of the game.

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